

**2012-13 NCAA Division I Men's Basketball
Officials Evaluation Form
(updated 9/12/12)**

	Referee	Umpire 1	Umpire 2
Individual's Name			

Game Information			
vs.		Date:	
<i>Description</i>		<i>Rating</i>	
Difficulty of game to officiate		Average	Difficult

Rating Codes			
1 = Unsatisfactory	2 = Satisfactory	3 = Exceptional	4 = Not Applicable
NOTE an UNSATISFACTORY rating in <u>any</u> category requires a time of the play or plays involved being noted in the "Time of Plays for Review" section of the evaluation form.			

Fitness, Mobility and Communication			
<i>Description</i>	<i>Rating</i>		
1. Fitness - has necessary physical fitness to run the court for the entire game, does not appear to have any injury, eg. limping	1	2	3
2. Mobility- does not lag behind plays, gets in proper position to officiate plays in primary area	1	2	3
3. Communication skills - Communicates as needed; treats coaches, players and table personnel in a professional manner	1	2	3
4. Crew Dynamics - supports and assists partners to enhance crew's overall performance	1	2	3

Judgment, Rule Enforcement and Play Calling				
<i>Description</i>	<i>Rating</i>			
1. Freedom of movement	1	2	3	4
2. Traveling	1	2	3	4
3. Tries for goal/shooting fouls	1	2	3	4
4. Charge/block – particularly at the basket	1	2	3	4
5. Illegal screening	1	2	3	4
6. Arm bar is a foul/hand check	1	2	3	4
7. Enforce the rules as written (POE)	1	2	3	4
8. Secondary defender/Restricted area	1	2	3	4
9. Enforce sportsmanship guidelines	1	2	3	4
10. Rough play in post	1	2	3	4
11. Flagrant 1, Flagrant 2 fouls; proper identification and administration	1	2	3	4
12. Three seconds	1	2	3	4
13. Call the first foul	1	2	3	4
14. Enforce second horn at time out	1	2	3	4
15. Rebounding displacement	1	2	3	4
16. Correctly administered coach calling time out	1	2	3	4

Accuracy, Game Management and Mechanics			
<i>Description</i>		<i>Rating</i>	
1.	Call accuracy throughout the game	1	2 3
2.	End of game officiating	1	2 3
3.	Clock management	1	2 3
4.	Free throw management	1	2 3
5.	Dead ball officiating	1	2 3
6.	Use of approved mechanics/signals	1	2 3

Overall Evaluation			
<i>Description</i>		<i>Rating</i>	
1.	Projects confidence without arrogance	1	2 3
2.	Reaction under pressure	1	2 3

COMMENTS

Fitness, Mobility and Communication

Judgment, Rule Enforcement and Play Calling

Accuracy, Game Management and Mechanics

Time of Plays for Review

Summary